THE ATARI®
VIDEO COMPUTER SYSTEM™
CATALOG

43 GAME PROGRAM™ CARTRIDGES

THE ATARI® VIDEO COMPUTER

More fun. More games. More entertainment. When it comes to video games, no other manufacturer stacks up to Atari. Today, Atari offers you a library of **43** exciting Game Program™ cartridges. And, new games are constantly under development.

The games that made Atari famous. If you've just purchased your Atari Video Computer System, get ready for some real excitement on your home television set. Your Video Computer System comes with the exciting "Combat" Game Program...27 thrilling games and variations. There are literally dozens of exciting, entertaining and educational games in the Atari Game Library.™ Games that challenge. Games that instruct. Games with skill levels that increase as your skill increases.

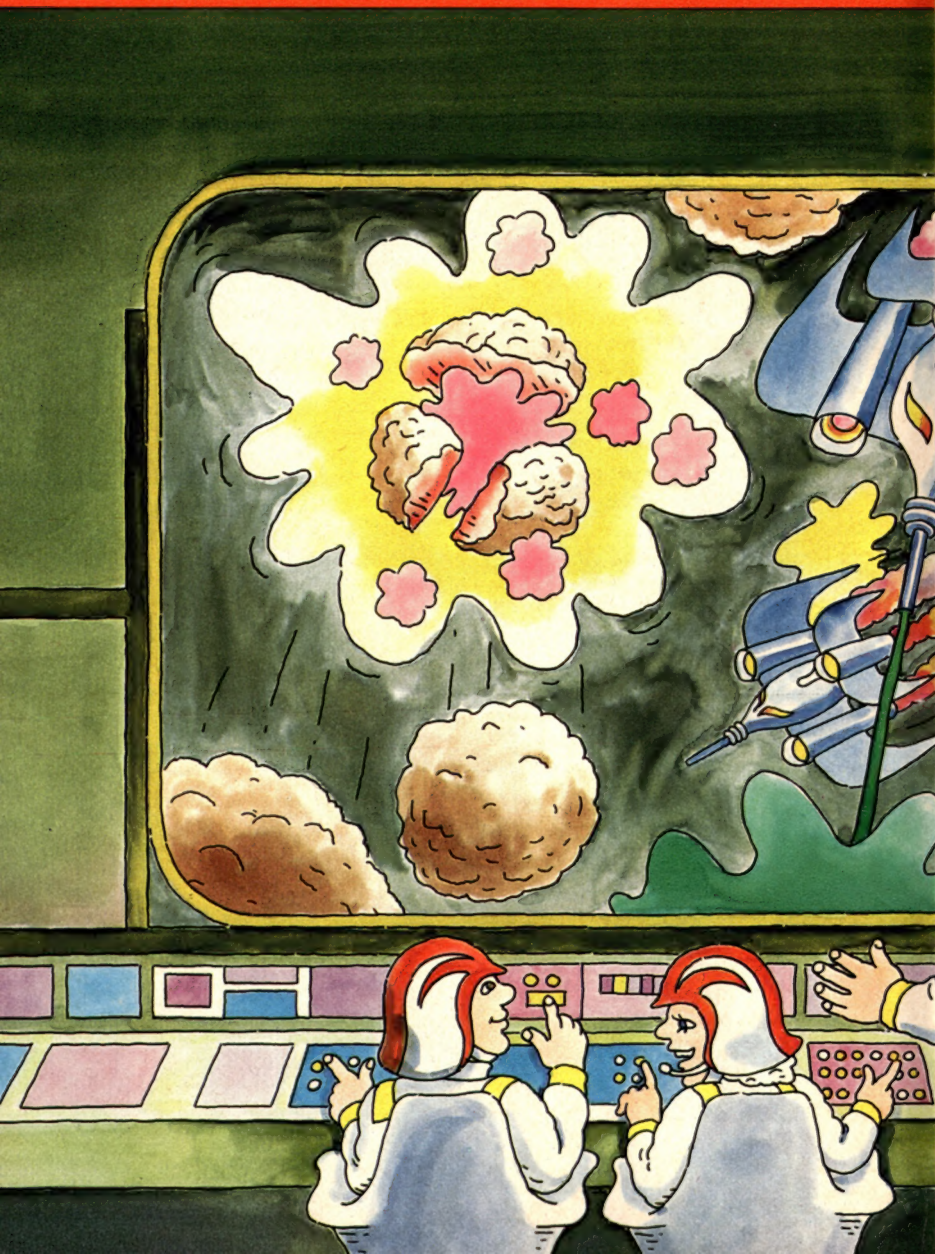
SYSTEM™

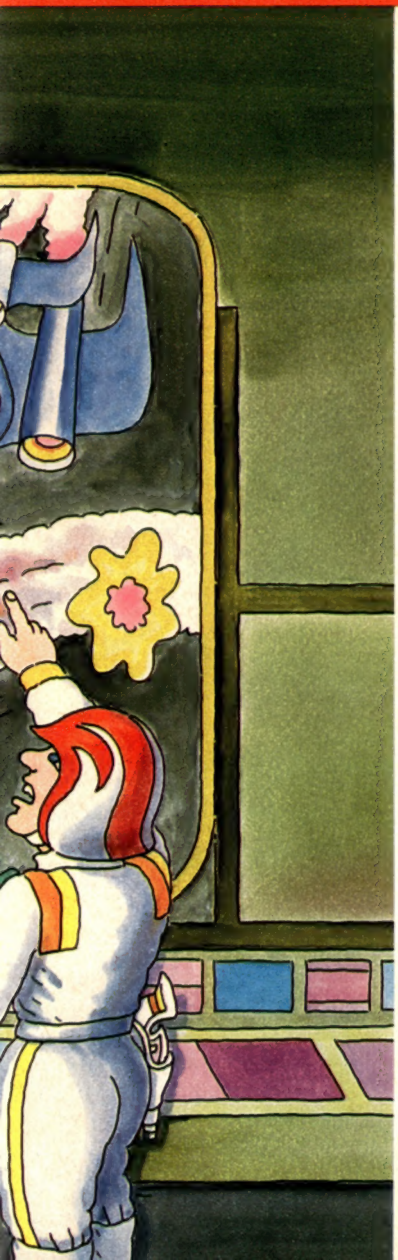
At home in your home. The Atari Video Computer System is easily installed. Just connect it to your television set and plug it in. It does not interfere with normal television viewing. To play a game, simply plug in the appropriate paddle, joystick, keyboard or steering controller (a list of cartridges and controllers is included in the last pages of this catalog). Then, insert the Game Program cartridge and turn power to the "ON" position. Don't turn on the power unless a game cartridge has been inserted. Now, choose the game and level of difficulty you want to play. Start the game by pressing the "Game Reset" button and you're ready for action.

Years of challenging entertainment. The Atari Video Computer System is designed to offer your family years of satisfaction. Atari's interchangeable controllers and game cartridges provide sophisticated, action-packed entertainment for the whole family. What's more, Atari never stops developing new and more challenging games. Atari games combine crisp color (on a color TV), action and true-to-life sound effects to bring you one of today's great values in home entertainment. And with several levels of built-in difficulty, you'll find that Atari games get better as you get better.

Atari takes fun seriously. There is no "It's only a game," attitude at Atari. It means we have the integrity to put quality where you may not always see it. From design to manufacturing, Atari quality control insures years of top performance from your VCS. The inevitable net result: the best you can buy. That's something we just don't joke about.

ASTEROIDS™ GAME PROGRAM™



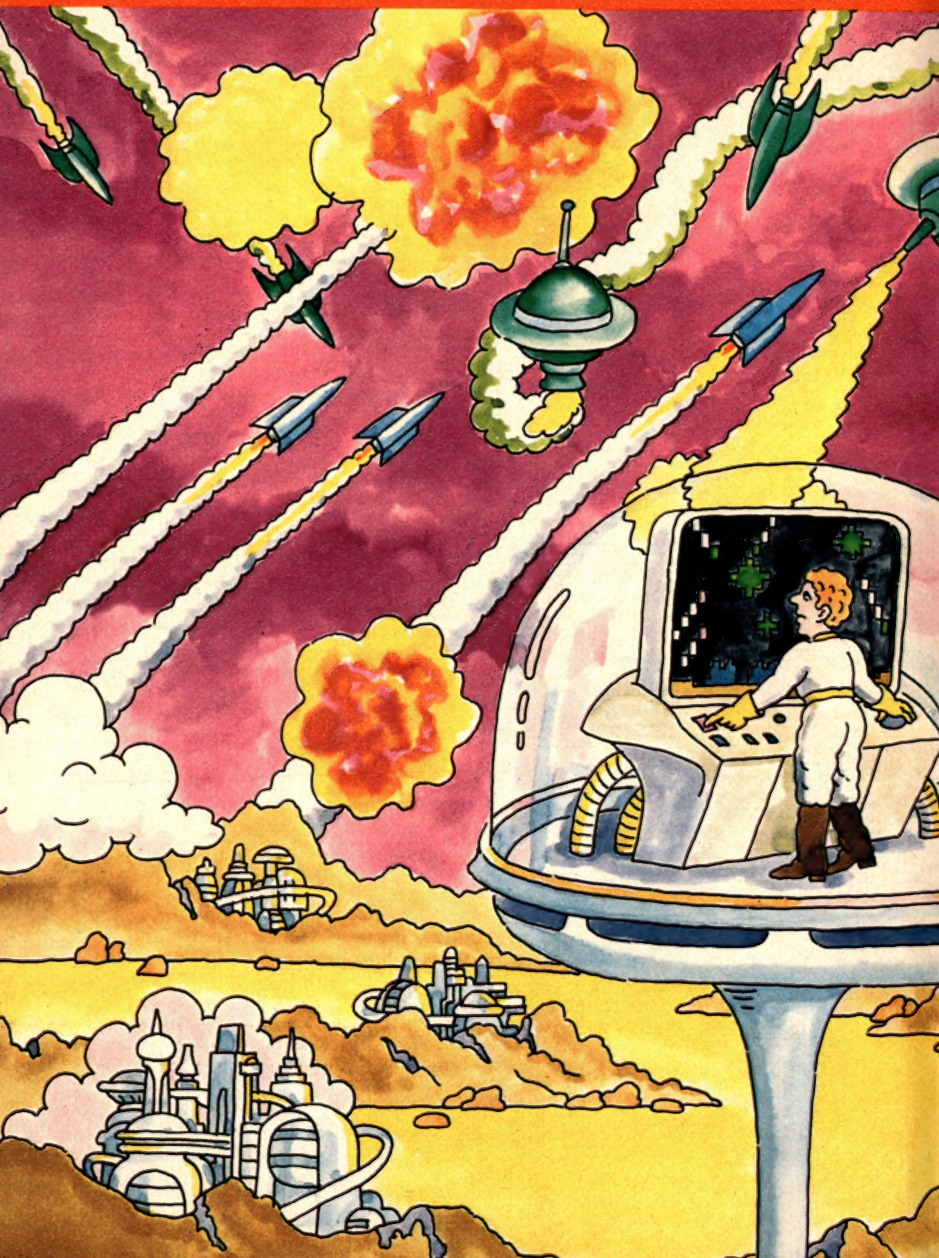


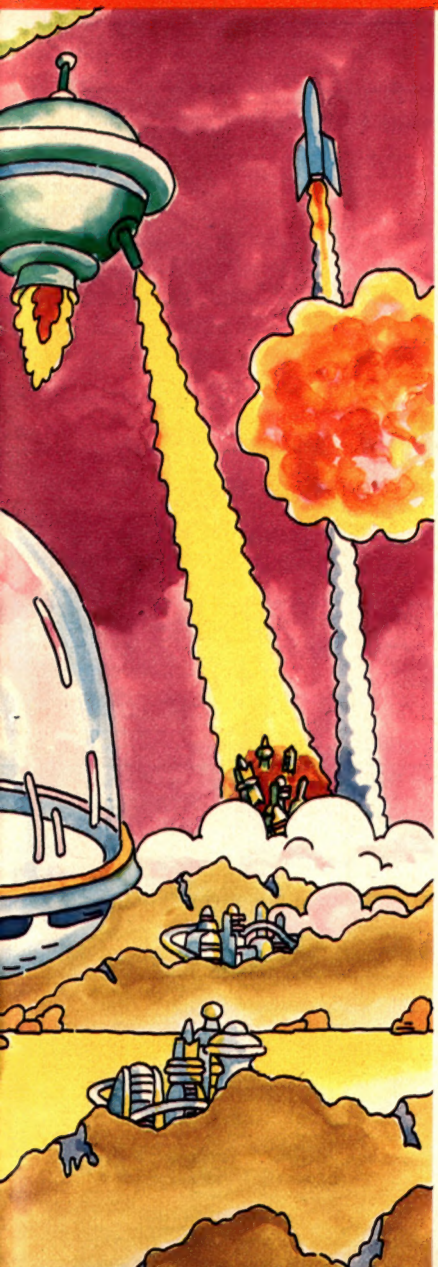
CAPTIVE IN OUTER SPACE

Your spaceship is trapped in a deadly asteroid belt. Destroy the drifting asteroid boulders before your spaceship is done in. But watch out for the enemy spacecraft.

Hyper through space in all directions. Fire your missiles to protect your spaceship. Score points by destroying the asteroid boulders and enemy spacecraft. The sky's the limit. **66 Games**

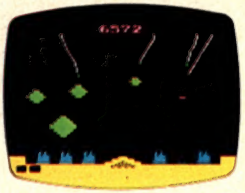
MISSILE COMMAND™



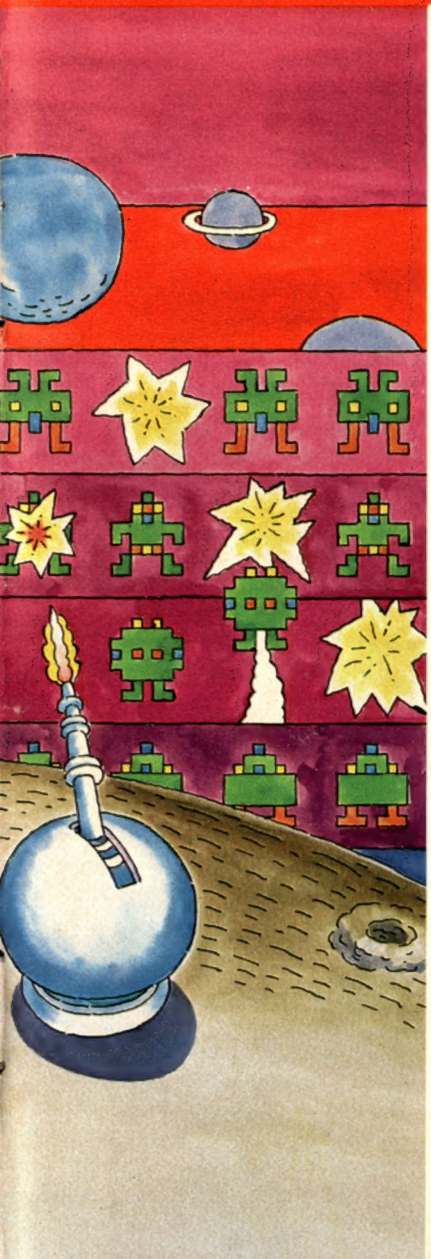


DEFEND CIVILIZATION

Fiendishly clever Krytolians are out to destroy your peace-loving planet of Zardon. Wave after wave of interplanetary ballistic missiles have been launched at your planet. As commander of Zardonian defenses, your task is to defend the six cities of Zardon. You are anything but helpless. Powerful anti-ballistic missile bases defend your cities. You're in command of ABM's aiming and firing. But be wary, Krytolians also launch "smart" cruise missiles that can be just as deadly as IPBM's. And in each of the games for one or two commanders, battle conditions change dramatically. **34 Games**



SPACE INVADERS* GAME PROGRAM™



ATTACK THE ALIENS

Strange creatures from outer space are threatening our planet. Who are these aliens and what do they want? No time for questions now. Your mission is to destroy the aliens with your laser cannon before they reach Earth. Hit a space invader and score points. But just when you think you've destroyed them all, new invaders appear.

Remember, the aliens have weapons, too. If you're hit with their laser bombs three times, you're lost in space forever. **112 Games**

*TM of Taito America Corporation

SUPERMAN* GAME PROGRAM™

YOU'RE THE "MAN OF STEEL*"!

You're in your office at the DAILY PLANET.* Suddenly you get a tip that LEX LUTHOR,* your arch enemy, is about to blow up the Metropolis Memorial Bridge. Only seconds to go! Into a phone booth, on with your cape. Flying faster than a speeding bullet you use your X-Ray vision to find the hideout of LEX LUTHOR and put the gang behind bars.

But watch out for the deadly KRYPTONITE* satellites! If one of them hits you, the only way to bring back your super powers is to find LOIS LANE.*

*Indicates Trademark of DC Comics Inc
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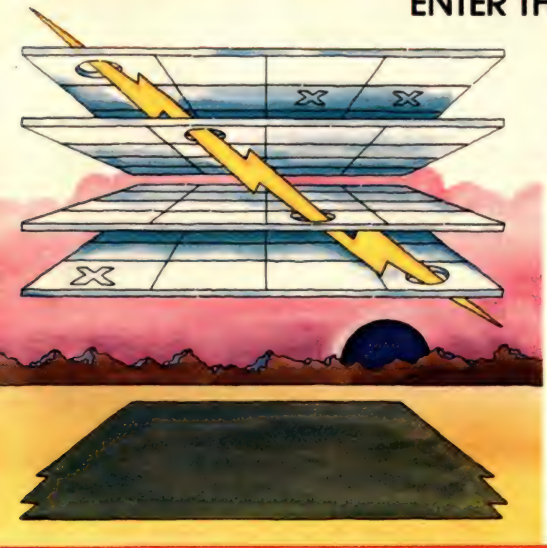
3-D TIC-TAC-TOE GAME PROGRAM™



ENTER THE THIRD DIMENSION

You have to think in 3-D for this one. Examine the board. Plan your strategy. Then make your move.

Place four X's or four O's in one horizontal, vertical, or diagonal row, or through all the planes. Play against an opponent or against the computer. To win, complete your row first. **9 Games**

BACKGAMMON GAME PROGRAM™

GAMMON THE COMPUTER

Roll the dice. Make your move. Cover yourself with two men or you'll be bumped off the board and back to the beginning.

Use all the strategies you know, including the use of the doubling cube. Play against the computer or another player. Overwhelm your opponent and get him to concede.

There's even the popular version of Acey-Deucey, where throwing a one and a two is the name of the game.

Get ready to gammon your opponent in one of the most exciting and newest ways to play one of the oldest Mideastern games. **8 Skill Levels**

BREAKOUT® GAME PROGRAM™

THE GREAT ESCAPE

Smash your way out of a thick wall of bricks. The first few bricks are easy. But the closer you come to breaking out, the tougher it gets. The ball you use to smash bricks may play tricks on you.

Once you've mastered one variation, there are 47 other block-busters.

Breakout® (game selections 1-36). One to four players bust bricks while challenging gravity, time, funny paddles, and invisible bricks.

Breakthru™ (game selections 37-48). Knock a hole through the wall in one shot. Fast, exciting variations for one to four players.

12 Games

CASINO™ GAME PROGRAM™

CARD SHARKS

It's time for serious card playing. Break out the chips and deal.

Black Jack (game selections 1-2). Up to 4 players can try beating the house. Get hit, stay, or double down. If you go over, you can bust.

Stud Poker (game selection 3). Squeeze for the inside straight. Pull for a flush. Or bluff your opponent with a pair of deuces.

Poker Solitaire (game selection 4).

Practice becoming a poker pro by playing up to 12 hands by yourself.

4 Games

A GAME OF CONCENTRATION™ GAME PROGRAM™ (FORMERLY HUNT & SCORE™)

THANKS FOR THE MEMORY

Thirty numbers flash on your screen. Hidden behind each is a familiar object or a wild card. Match any two and score. Your opponent tries to match a sailboat with a flying saucer. You smirk. Now it's your turn.

Literally millions of different combinations in 8 game variations keep your mind on its toes.

Hunt & Score™ (game selections 1-4).

Match wits with an opponent or the computer in matching 8 pairs of objects.

Advanced Hunt & Score™ (game selections 5-8). Amaze your friends by matching 15 different pairs of objects.

8 Games

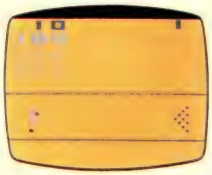
BOWLING GAME PROGRAM™

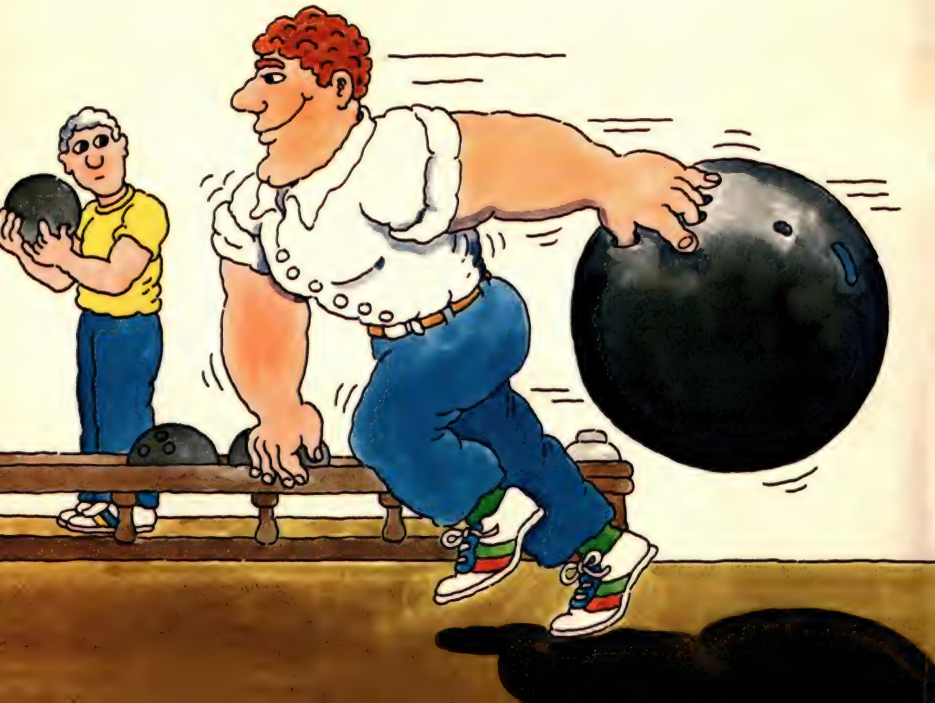
STRIKE!

Choose your alley, roll the ball. This is one of the most exciting and challenging ways to go bowling.

Your score is kept automatically on screen, frame by frame. Including strikes, spares, and even open frames.

Choose from a selection of 6 action-packed games. You can roll curve balls or straight balls. But watch those gutter balls! **6 Games**





FOOTBALL GAME PROGRAM™

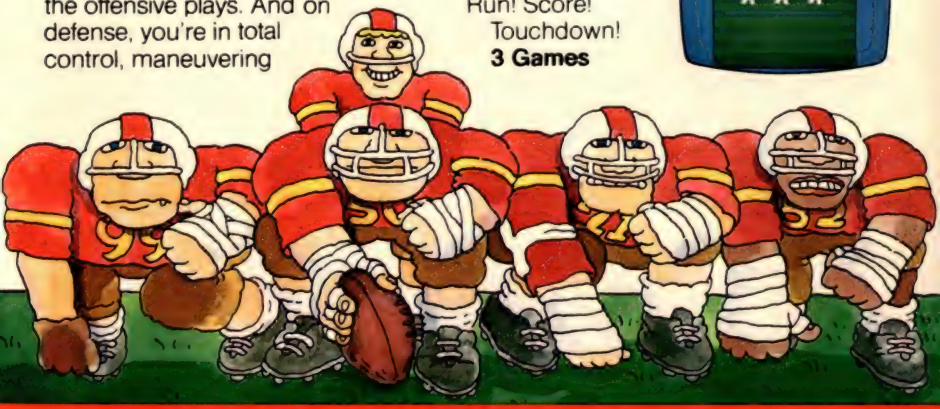
HUT ONE...HUT TWO...HIKE!

Pass on 3rd and long. Punt out of trouble on 4th down. Or run the end sweep for a T.D.

You're the quarterback calling all the offensive plays. And on defense, you're in total control, maneuvering your men into position to stop the opponent cold.

Kick! Pass! Run! Score! Touchdown!

3 Games



HUMAN CANNONBALL GAME PROGRAM™

BE A DAREDEVIL

Position the cannon. Set the angle. Pick your speed. Your calculations will appear on the screen.

Now, it's out of the cannon and into the water tower! Be careful with your calculations—it hurts if you miss.

There are 8 different games to choose from, if you dare. **8 Games**

VIDEO CHESS™ GAME PROGRAM™

CHECKMATE!

It's your 22nd move. Your defense is set with a tight King position. You move in your Queen and capture your opponent's Rook—*his* only defense. Checkmate!

It's you against the computer in one of the most sophisticated approaches to the classical thinking man's game.

8 Games

VIDEO CHECKERS™ GAME PROGRAM™

CROWN ME!

The game that has challenged young and old for centuries, now has nine levels of difficulty. At level 1, the computer plays beginning checkers. At level 9, you're playing a master. Plus, there are three games for you to check out:

Regular Checkers. It's you against the computer with nine levels of play.

Giveaway Checkers. Be the first to give away all your checkers, or, be blocked and unable to move.

Again, there are nine levels of difficulty.

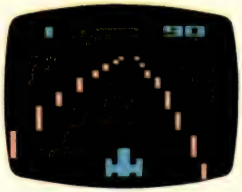
Two-player Checkers. Game 10 allows you to play worthy opponents.

19 Games

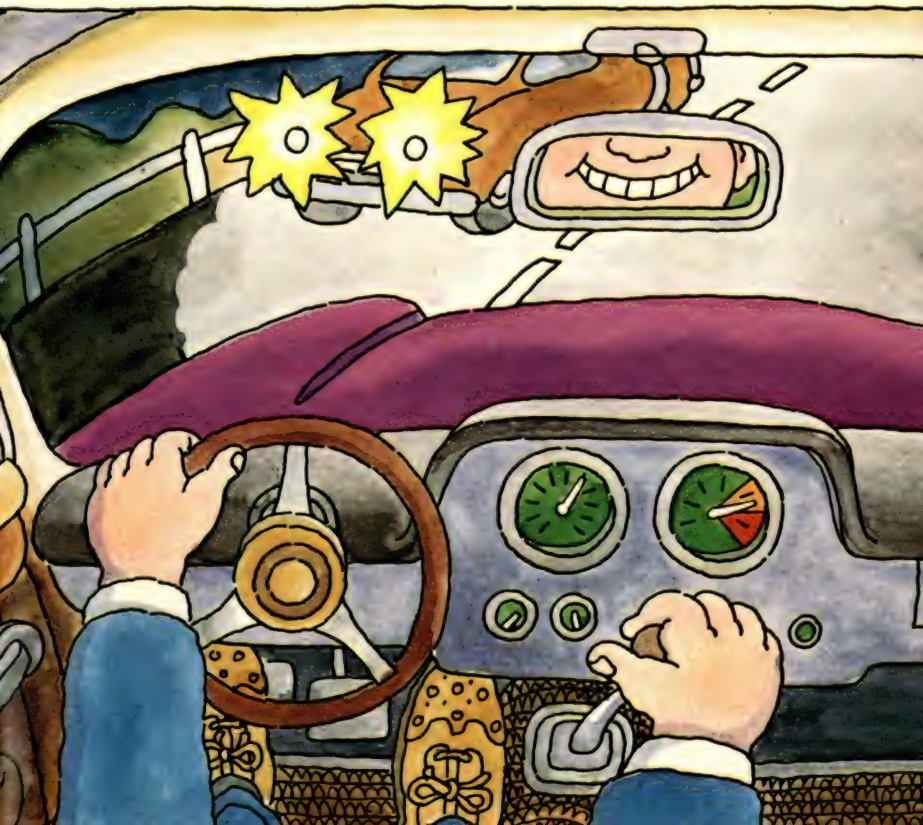
NIGHT DRIVER GAME PROGRAM™

TAKE A MIDNIGHT RIDE

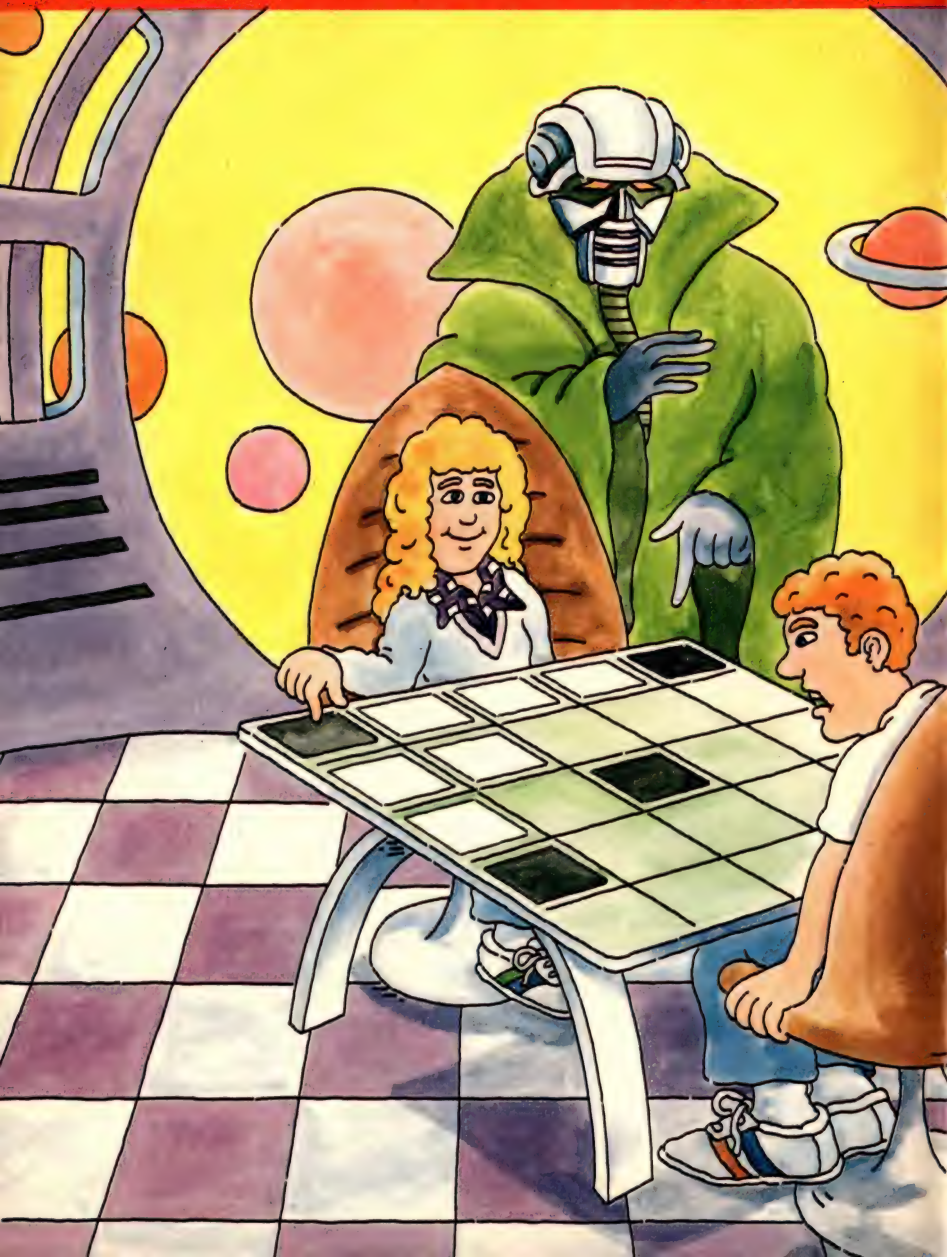
The road ahead is dark and winding. Better drive defensively. You know you're getting somewhere because the fence along the side of the road seems to keep moving. Don't get drowsy now. The longer you stay on the road, the higher you score. Watch out for those oncoming cars!



Keep your eyes peeled and fasten your seat belt. You never know what will jump out on the road at night. **8 Games**



OTHELLO* GAME PROGRAM™



SNARE A SQUARE

You'll need a solid strategy and some real cunning to be successful at this game. Each player—one white, one black—takes turns trying to capture as many squares as possible. Capture a square and it changes to your color. Lose a square, and lose points.

Try to capture the corner squares early for a permanent base. But while you're at it, be careful that you don't become a "bridge" to a corner position for your opponent. Whatever you do, you better play by the rules. Try to make an illegal move and the computer will "razz" you.

You can play against the computer at 3 different skill levels. Or, play fair and square against another player. **4 Games**

*OTHELLO® is a registered trademark of CBS, Inc. for its strategy disc game and equipment.

AIR-SEA BATTLE™ GAME PROGRAM™

MAN THE TORPEDOES

Be an artillery commander, submarine captain, or aircraft bombardier. Planes, boats, and other targets come from different directions, at different speeds. Hit the firing button and shoot your way through 27 different battles.

Anti-Aircraft™ (game selections 1-6). Fire anti-aircraft artillery at enemy squadrons.

Torpedo™ (game selections 7-12). Sink enemy warships.

Shooting Gallery (game selections 13-15). Pick off animated rabbits, ducks, and clowns.

Polaris (game selections 16-18). Shoot down planes launching missiles from your moving ships.

Bomber (game selections 19-21). Pilot planes and bomb enemy ships below.

Polaris vs. Bomber (game selections 22-27). Bomb your opponent out of the water before he shoots you out of the sky. **27 Games**

SKY DIVER GAME PROGRAM™

JUMP FOR JOY

You're ready for the big jump. The longer you can wait to open your chute, the more points you score. Steer your chute against varying wind velocities as you guide yourself to the landing pad. Land on the bull's-eye and get more points.

But if your chute fails to open—SPLAT! **5 Games**

SURROUND™ GAME PROGRAM™

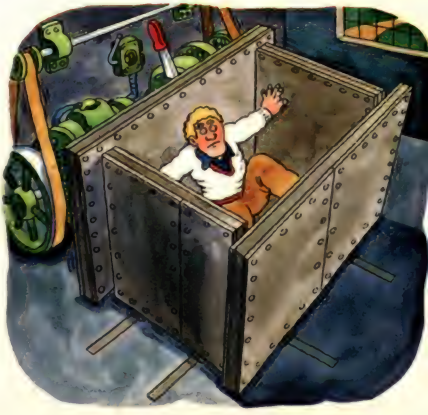
TRAPPED

Trap your opponent before he traps you. You control a moving wall, strategically forcing your opponent's wall to a checkmate. It's a game of quickness, skill, and smarts.

Surround™ (game selections 1-12). Once the wall starts forming, speed up, move diagonally, move off the screen, or erase entire sections of the wall.

Video Graffiti™ (game selections 13-14). Be a TV artist. Draw almost anything with video blocks.

14 Games



BLACK JACK GAME PROGRAM™

HIT ME

You and up to 2 other card sharks are seated around the TV. Each with 200 chips. The object? Beat the House. The computer deals the cards into the screen the same way they lie on the table in Vegas.

Bet up to 25 chips each hand. Play until you're either busted or you've won 1,000 chips. (Additional set of paddle controllers needed for 3 player version.) **7 Games**

BRAIN GAMES GAME PROGRAM™

GET SMART!

Be a mental superstar. Focus on a series of symbols, ciphers, and musical notes. Now, repeat them in order. You're against time, and diabolical distractions. **Touch Me™** (game selections 1-4). Memorize 32 consecutive musical notes. Play solo, team, or competitive games. **Count Me** (game selections 5-8). Memorize a series of random numbers. **Picture Me™** (game selections 9-10). Arrange objects in the proper order.

You're playing against time. **Find Me™** (game selections 11-14). Four objects on the screen. Quick! Eliminate the one that doesn't belong. **Add Me** (game selections 15-18). Add columns of numbers in the allotted time. **Play Me** (game selection 19). Make beautiful music using your keyboard controllers. **19 Games**

CIRCUS ATARI® GAME PROGRAM™

BIG DOINGS UNDER THE BIG TOP

How good are your reflexes? As the clown bounces around in different directions you try to catch him on the teeter-totter. Send him up to the top of the big top to pop red, white, and blue balloons worth different points. The harder the "pop," the more you score. **8 Games**

PELÉ'S SOCCER™ GAME PROGRAM™

SOCCER THE PELÉ WAY

Soccer is a game of skill and strategy. It takes a lot of practice to play a winning game. And what's true on the field is true on your Atari® Video Computer System.™ Pelé's Soccer challenges you every inch of the way. Passing. Dribbling. Kicking. Blocking. Attacking. Defending. You choose the level of difficulty you want to play. And with 54 separate games to choose from, even Pelé finds plenty of challenge. It's more than a video game. It's a game of skill and strategy for the whole family.

54 Games

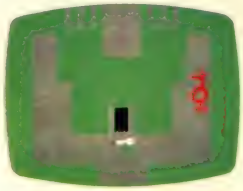
ADVENTURE GAME PROGRAM™

SEARCH THE MAGIC KINGDOM

Once upon a time an evil magician stole an enchanted goblet and hid it somewhere in the kingdom.

Now you must find it, but it won't be easy. Three deadly dragons and a black bat will try to stop you. Have no fear, your magic sword will help protect you. Cross the bridge—if you can—and get the magnet that will attract the goblet.

Watch out! The dragon is waiting to eat you. If you can't get out of this one, just press the button and live happily ever after. **3 Skill Levels**



INDY 500 GAME PROGRAM™

BE FIRST TO THE FINISH

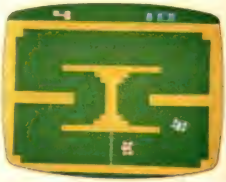
Race your car around one of many tracks in 14 one- and two-player games and variations. (Steering controllers come with each Indy 500 Game Program.)

Race Cars (game selections 1-4). Choose a track, fight for position in high-speed, hairpin turns.

Crash 'N Score™ (game selections 5-8). Score by crashing into the moving target first. Turn hard. Accelerate and decelerate.

Tag™ (game selections 9-10). Chase your opponent's blinking car. Tag him and you're "it." Whoever is target longest, wins.

Ice Race (game selections 11-14). The track's icy. Fight for traction around corners. Don't smash into walls or your opponent. **14 Games**



HANGMAN GAME PROGRAM™

H_NGM_N

You have just one guess left. One letter to go. Get it right and win. Guess wrong and it's curtains for you.

Nine game variations make it challenging for all.

Hangman (game selections 1-8). Let the computer hang some words on you. Play alone or with an accomplice. Variations for grades three, six, nine, and high school vocabularies.

Lexicontest (game selection 9). You and your opponent choose words for each other. Pick a hard one to hang him up. **9 Games**

OUTLAW GAME PROGRAM™

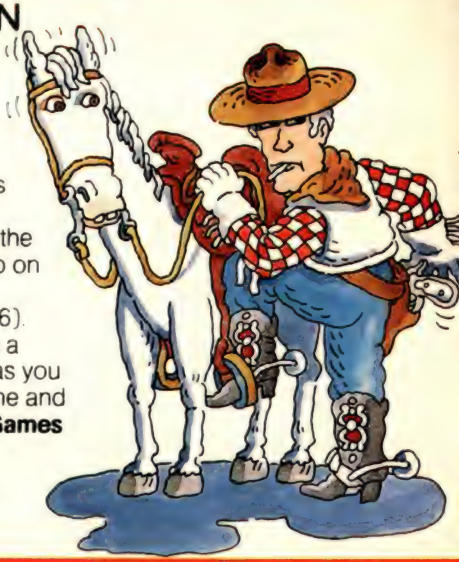
QUICKEST DRAW IN TOWN

Squeeze the trigger. Your gunfighter draws, kneels, and aims. Release the trigger. The lead starts flying.

Blow away walls, stagecoaches, and cacti. Nail your opponent with a clever ricochet. Shoot it out through 16 games and variations.

Gunslinger (game selections 1-12). It's the big showdown, and one of you ends up on Boot Hill.

Target Shooting (game selections 13-16). Pump lead into a moving target as you race against time and obstacles. **16 Games**



COMBAT GAME PROGRAM™

READY, AIM, FIRE!

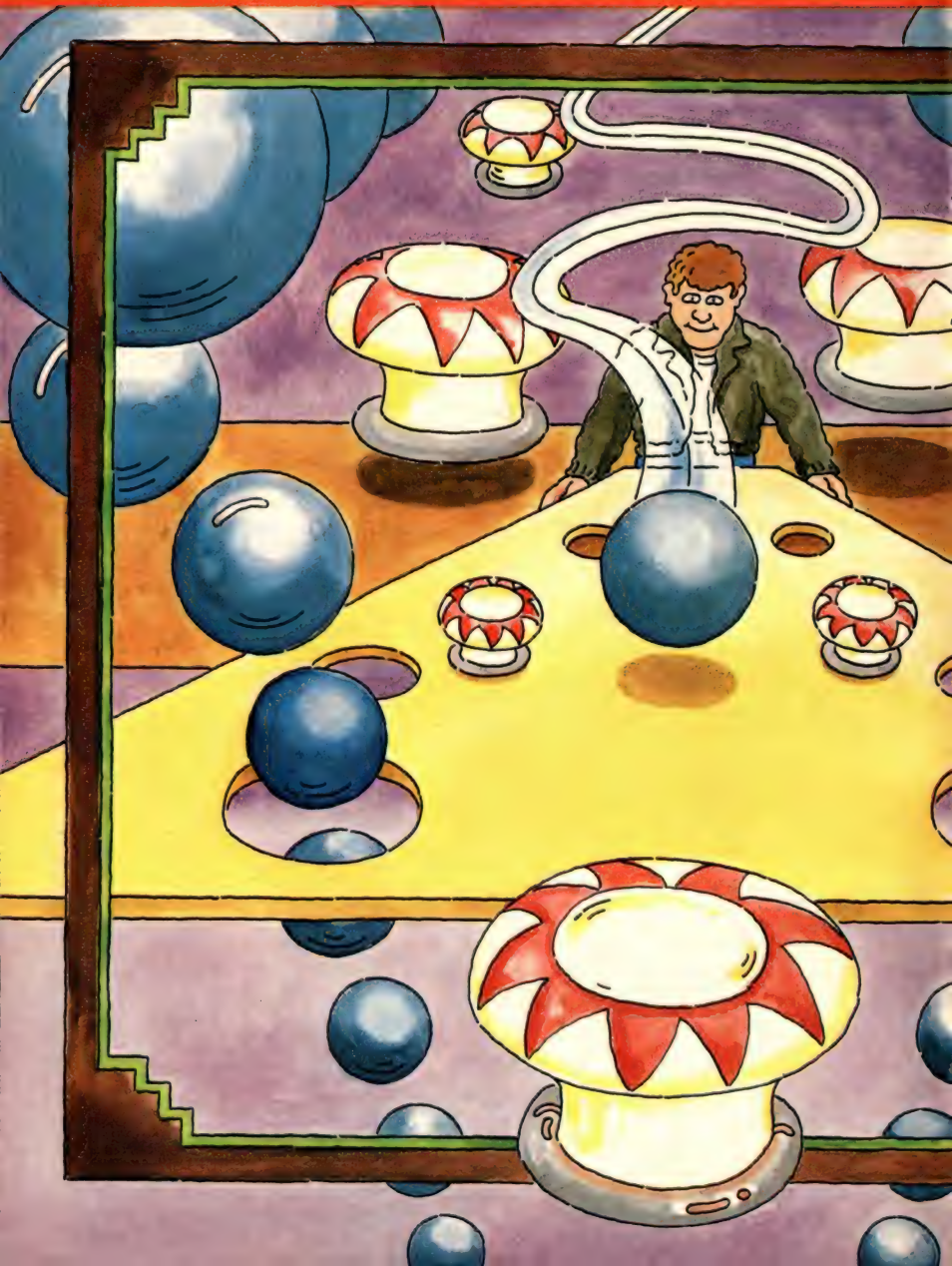
Arm yourself against the enemy with tanks, planes, or jet fighters. Blast your opponent as many times as you can for the highest score. Heavy artillery includes missiles, rapid fire machine guns, or single shots. Just keep in mind that the other guy has the same weapons you do. Good luck, soldier.
27 Games

GOLF GAME PROGRAM™

FORE!

If you're feeling up to par, try nine holes on our golf course. You control the direction and power of your shot. But if your ball goes into the rough it may cost you penalty strokes. As you maneuver your golfer around the course, you get a close-up of the green for your putt. Your score is automatically recorded. One to four can tee-off. **2 Games**

VIDEO PINBALL™ GAME PROGRAM™



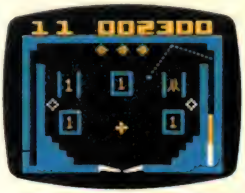
NUDGE...NUDGE...TILT!

Okay, pinball wizards, get set for the ultimate pinball challenge, complete with sounds and flashing colors. Pull back the plunger, release the spring, and shoot the ball. Hit bumpers, spinners, targets, and rollovers to rack up points. You get three balls to start with. Hit the ATARI® rollover four times and you get an extra ball.

You can nudge or apply body English, but be careful you don't tilt or you're out of the action.

So flip your flippers and catch the fever. Play against the computer or try your wizardry against an opponent. Four exciting game variations to choose from.

4 Games



HOME RUN™ GAME PROGRAM™

PLAY BALL!

You're waiting for the pitch. The crowd cheers as you send a deep drive to center field and score the winning run.

Now you're the pitcher. You mix up your pitches with your even-handed control over fast, slow, or curve balls. But be careful. Balls and strikes count. So do double plays, triple plays, force outs, tag outs, and sacrifice flies.

A flip of the difficulty switch and a bush league team can play major league ball in 8 all-American game variations. **8 Games**

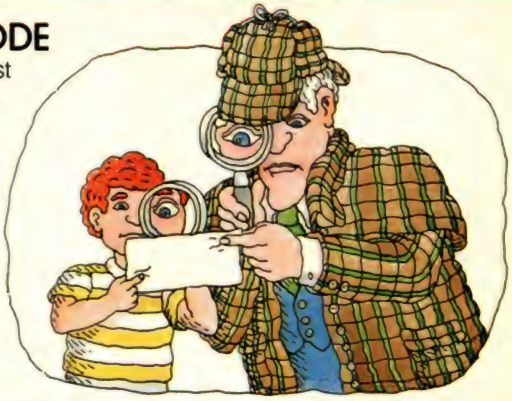
CODEBREAKER™ GAME PROGRAM™

CRACK THE SECRET CODE

Deduce the secret code in the fewest turns. The computer tells you when you guess a code cipher and when it's in the right position. Variations for both novice and super sleuths.

Codebreaker™ (game selections 1-12). The computer picks a secret code. Or you run numbers by each other. One and two player games of varying difficulty.

Nim (game selections 13-20). A new version of the oldest math game known to man. It's a mental exercise for one or two players. **20 Games**



BASIC PROGRAMMING GAME PROGRAM™

WRITE YOUR OWN PROGRAMMING!

Talk to the computer. Atari's "BASIC Programming" cartridge will show you how. You'll learn the basics of computer language and programming. What to say. How to say it. Program your computer to print messages. Play games. Even play a tune.

Before long, you and your computer will be making beautiful music together.

STREET RACER™ GAME PROGRAM™

BURN RUBBER

Steer your way through 27 games and variations. Race the clock or a friend. (Extra paddle controllers needed for 3 and 4 player games.)

Street Racer™ (game selections 1-6). Race down the strip dodging oncoming cars.

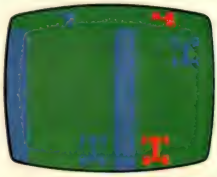
Slalom (game selections 7-12). You're a downhill racer, skiing the slalom.

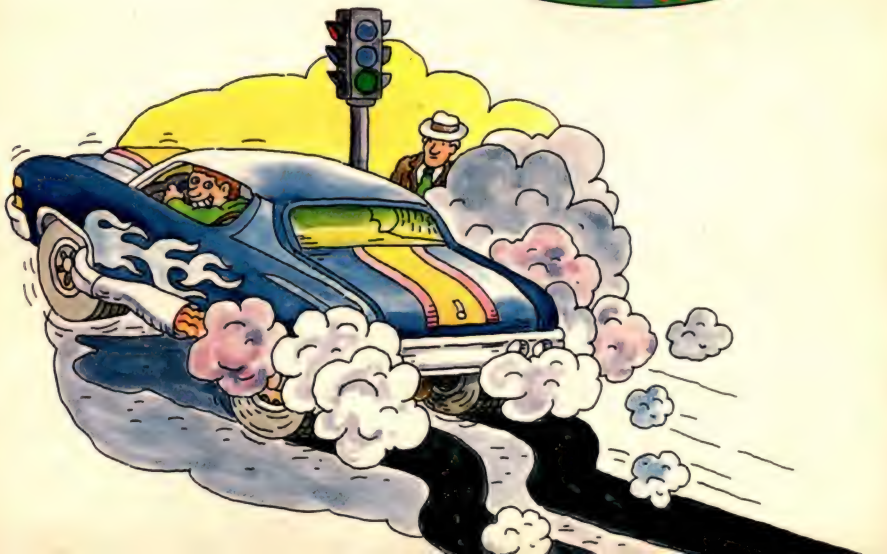
Dodge'Em™ (game selections 13-16). Steer cars to avoid colliding with oncoming objects.

Jet Shooter™ (game selections 17-20). Shoot down objects falling toward you. Miss, and you've a split second to get out of the way.

Number Cruncher™ (Game selections 21-24). Steer motorcycles over flashing numbers on the screen.

Scoop Ball™ (game selections 25-27). Catch the object coming at you, then relay it to the next object. **27 Games**



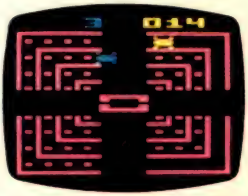


DODGE 'EM™ GAME PROGRAM™

A CRASHING GOOD TIME!

It's you against the crash car. Accelerate. Change lanes. Each driver gets three heats. A crash ends the heat. If your score looks too good, another crash car comes on course. Levels of difficulty keep the game a constant challenge.

Game 1. It's you against the computer crash car.
Game 2. It's you and an opponent against the computer.
Game 3. You and your opponent alternately control a scoring car and a crash car. **3 Games**



FLAG CAPTURE™ GAME PROGRAM™

BAG THE FLAG FIRST

The flag is hidden on the map. Find it first and win. Send out scouts to gather clues. If they unearth numbers or arrows, you'll know where you stand. And where to turn to find the flag. If your scouts dig up bombs, they'll be blown off the map.

Flag Capture™ (game selections 1-7). Watch out for moving flags, elastic boundaries, vague clues, and tricky opponents.

Flag Capture (game selections 8-10). Bag the flag as often as you can before the computer stops the clock.

10 Games

FUN WITH NUMBERS™ GAME PROGRAM™

(FORMERLY BASIC MATH™)

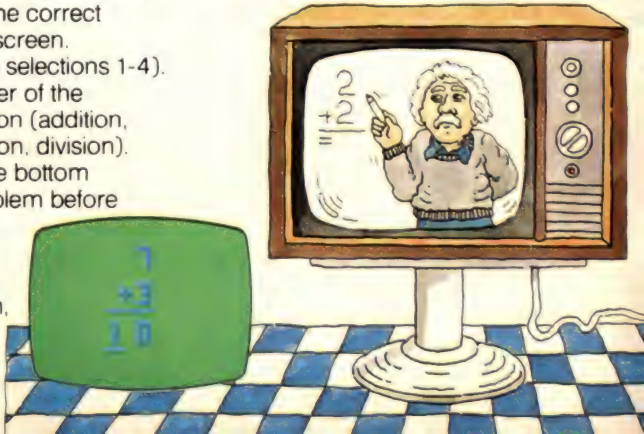
EDUCATIONAL TV

Solve problems of addition, subtraction, multiplication, and division on your own TV. The computer tells you if you're right. If you're wrong, the correct answer flashes on the screen.

Table Problems (game selections 1-4). You pick the top number of the problem and the function (addition, subtraction, multiplication, division). The computer picks the bottom number. Solve the problem before your time is up.

Random Problems (game selections 5-8). You still pick the function, but the computer picks both the top and bottom numbers. Now, solve it.

4 Games



VIDEO OLYMPICS™ GAME PROGRAM™

THE GAME OF CHAMPIONS

Compete in 50 olympic games and variations in 8 main events. Play against the computer or up to 3 of your competitors. (Four player games require two additional paddle controllers.)

Pong® (game selections 1-12). The original Pong and Super Pong,® now on one Game Program.

Soccer (game selections 13-18). Fire the ball through your opponent's goal.

Foozpong® (game selections 19-22). Each player controls three sets of paddles. Just like regular Foozball.

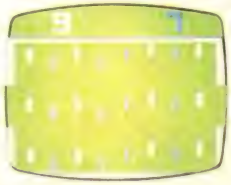
Hockey (game selections 23-32). The puck's on the ice, ricocheting off walls and behind the goals.

Quadrapong® (game selections 33-34). Four for Pong? Four players, four different goals.

Handball (game selections 35-38). Play the ball off one wall without letting it rebound past you.

Volleyball (game selections 39-42). One player on each side of the net. Spike that ball!

Basketball (game selections 43-50). Shoot the ball through your opponent's hoop, then try to keep the ball in your own hands. **50 Games**



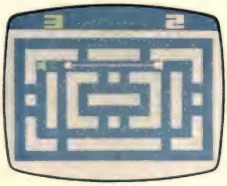
SLOT RACERS™ GAME PROGRAM™

STEP ON IT!

It's you and your favorite adversary, pursuing each other at breakneck speed through big city streets. And blowing each other away with the bazookas on your hoods. The first to blast his opponent twenty-five times wins the ultimate chase scene.

Slot Racers™ (game selections 1-16). Change the pace with four different mazes and slot car speeds. Launch missiles that move faster than cars.

Slot Racers (game selections 17-28). If you dare drive at top speed you can outstrip your opponent's missiles.



Slot Racers (game selections 29-36). Devise a new game plan because this time your missiles don't take corners automatically. **9 Games**

CANYON BOMBER® GAME PROGRAM™

BOMBS AWAY!

Press the button and you're in control of unloading tons of bombs into the canyon. Careful—an itchy finger may cost you the war.

Canyon Bomber® (game selections 1-6). Blast away the boulders with either a set or an unlimited number of bombs. Play against the computer or another player.

Sea Bomber™ (game selections 7-8). Blow away the carriers, tankers, and ships, and reach 1000 points before your opponent. **8 Games**

BASKETBALL GAME PROGRAM™

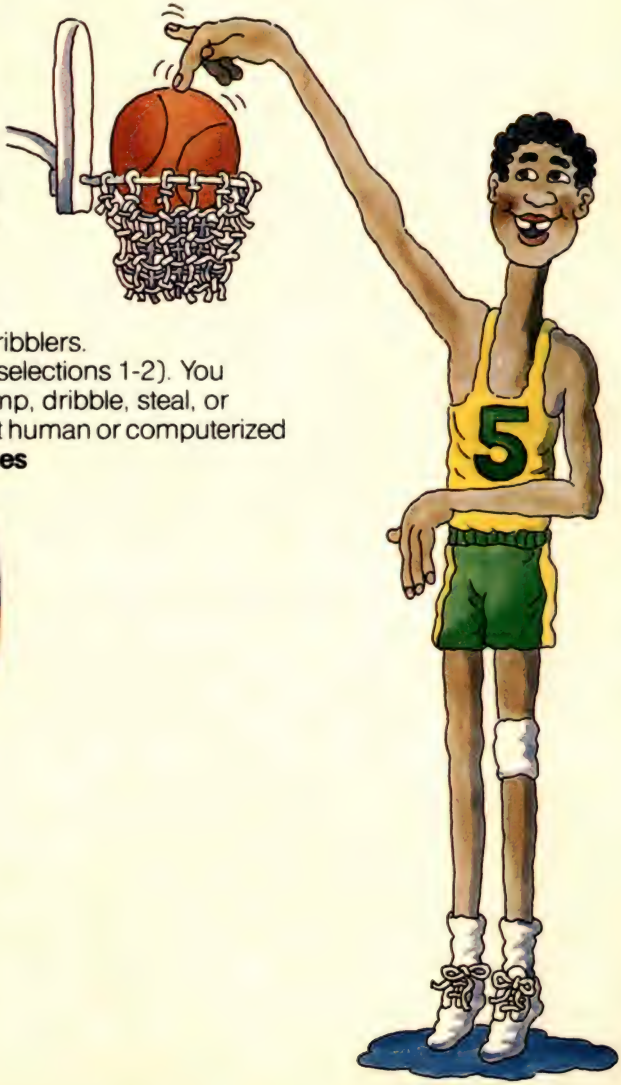
SLAM DUNK!

The clock's ticking off the last few seconds. The other guy has the ball. The game's tied.

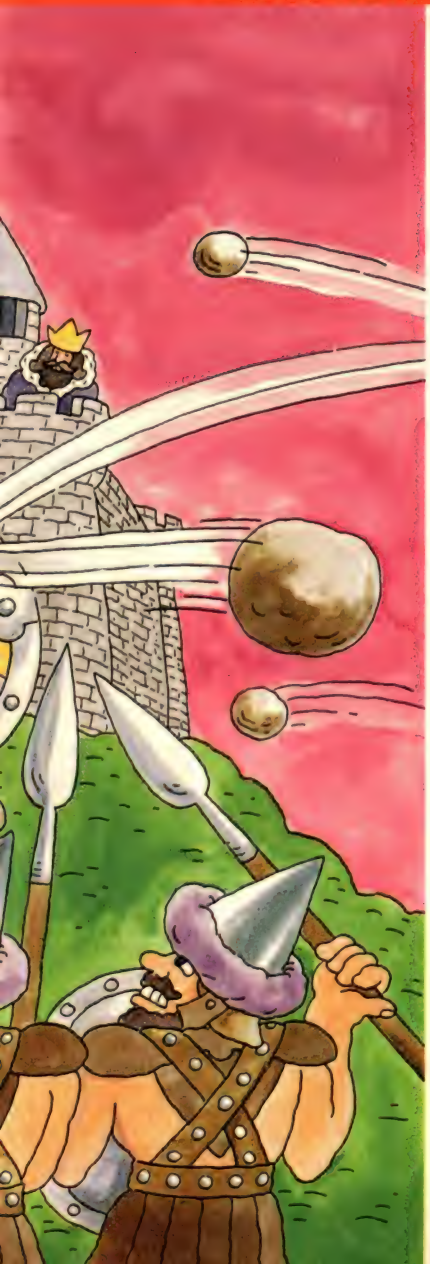
You press hard. Force a wild shot. Then make a spectacular break for the winning basket.

Use the difficulty switches to arrange great matches between pros and double dribblers.

Basketball (game selections 1-2). You control when to jump, dribble, steal, or shoot your way past human or computerized opponents. **2 Games**



WARLORDS™ GAME PROGRAM™

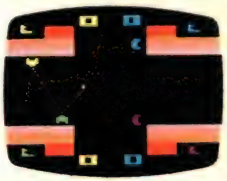


LONG LIVE THE KING!

The other kings are out to destroy your castle and kill your king. Keep him safe behind the castle walls and use your shield to deflect the deadly and fast traveling fireball. Each castle is constructed of a layer of bricks. Every time the fireball hits a castle, another brick is removed.

To destroy the other kings you must break through their castle walls and hit them with the fireball. Your aim must be good. Only a direct hit kills a king.

Play 28 game variations with one to four players at home in your own castle. **28 Games**



MAZE CRAZE™ A GAME OF COPS 'N ROBBERS GAME PROGRAM™

YOU'RE A COP ON A TOUGH BEAT

Your job is to walk your beat safely. In the least possible time. But danger lurks around every corner. Robbers can wound you. Your opponents can blockade your path. Walk blacked out streets with only a streetwise scout to guide you. With 16 levels of play, the beat goes on...

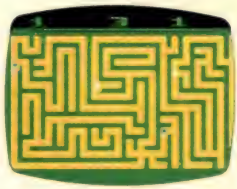
Capture. Capture three robbers and win the game.

Robbers. Two to five robbers close in. If one touches you, you're out of the action.

Wounds. If a robber touches you, you're briefly paralyzed while your opponent proceeds through the maze.

Terror. Your cop can't exit the maze until your opponent is knocked out by robbers.

Blockade. Confuse your opponent by blockading his route. **256 Games**



MAKE IT OFFICIAL

JOIN THE ATARI® GAME CLUB™

Look what you get...

- The quarterly club newsletter, full of new game previews, exciting contests, special offers, and "inside" Atari information.
- Personalized membership certificate – suitable for framing.
- Official wallet membership pass.
- Plus – tournament information, mystery gifts, and much more!

ONLY $1.00 FOR ONE FULL YEAR

How to join – other side

BECAUSE THOUSANDS OF PEOPLE LOVE THEIR VIDEO COMPUTER SYSTEM™ AS MUCH AS YOU DO...

That's why I founded the Official Atari® Game Club.™ I wanted to share my video game adventures with my fellow game owners.

I got plenty of help from the Atari people in Sunnyvale, California, but the club is run by us and for us – the members.

Membership fee is just $1.00 per year. A real bargain. You get four issues of the club newsletter, lots of special offers, official membership certificate and wallet pass – even a couple of mystery gifts!

I hope you can join us today.

Sincerely,

George Dakota

George Dakota
Founder

HOW TO JOIN

Please print your name and address neatly on the membership application below, then mail it with your check or money order for $1.00, payable to:

ATARI GAME CLUB
P.O. BOX AGC • HALF MOON BAY, CA 94019

Name _____

Address _____

City _____

State _____ Zip _____

WHEN THE GAME'S OVER

Protect your cartridges in the Atari® Game Library™ storage unit. Your games will never be so safe and accessible.

Slide up to eight cartridges into your Game Library unit. Each one will lock into place. Push the select button, and the only one you want "kicks" out. And there's a handy storage place for game instruction manuals.

The Atari Game Library unit is designed to keep your Game Program™ cartridges dust free. And its heavy duty plastic construction will give years of service.

If you have more than eight cartridges—and who doesn't these days—why not pick up two or three?

Atari Game Library storage unit does not include video game cartridges.

CARTRIDGES/CONTROLLERS

	Joystick	Keyboard	Paddle
CX 2613 **ADVENTURE**			
CX 2602 **AIR-SEA BATTLE™**			
CX 2649 **ASTEROIDS™**			
CX 2617 **BACKGAMMON**			
CX 2620 **BASIC PROGRAMMING**			
CX 2624 **BASKETBALL**			
CX 2651 **BLACK JACK**			
CX 2628 **BOWLING**			
CX 2664 **BRAIN GAMES**			
CX 2622 **BREAKOUT®**			
CX 2607 **CANYON BOMBER®**			
CX 2652 **CASINO™**			
CX 2630 **CIRCUS ATARI®**			
CX 2643 **CODEBREAKER™**			
CX 2601 **COMBAT**			
CX 2642 **A GAME OF CONCENTRATION**			
CX 2637 **DODGE 'EM™**			
CX 2644 **FLAG CAPTURE™**			
CX 2625 **FOOTBALL**			
CX 2661 **FUN WITH NUMBERS™**			
CX 2634 **GOLF**			
CX 2664 **HANGMAN**			

	Joystick	Paddle
CX 2623 **HOME RUN™**		
CX 2627 **HUMAN CANNONBALL**		
CX 2611 **INDY 500** (Packed with Special Steering Controllers)		
CX 2635 **MAZE CRAZE™**		
CX 2638 **MISSILE COMMAND™**		
CX 2633 **NIGHT DRIVER®**		
CX 2639 **OTHELLO***		
CX 2605 **OUTLAW®**		
CX 2616 **PELÉ'S SOCCER™**		
CX 2629 **SKY DIVER®**		
CX 2606 **SLOT RACERS™**		
CX 2632 **SPACE INVADERS****		
CX 2612 **STREET RACER™**		
CX 2631 **SUPERMAN*****		
CX 2641 **SURROUND™**		
CX 2618 **3-D TIC-TAC-TOE**		
CX 2636 **VIDEO CHECKERS™**		
CX 2645 **VIDEO CHESS™**		
CX 2621 **VIDEO OLYMPICS™**		
CX 2648 **VIDEO PINBALL™**		
CX 2610 **WARLORDS™**		

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